

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

1. (Currently Amended) A gaming machine, comprising:
 - a housing;
 - a master gaming controller residing within the housing designed or configured to control a game of chance played on the gaming machine and to distinguish between two types of credits, cashable credits and restricted credits, wherein each said game of chance comprises:
 - a) receiving a wager, comprising an amount of at least one of the restricted credits, the cashable credits or combinations thereof, on a game outcome for the game of chance wherein a face value of the cashable credits and the restricted credits are equal to one another for determining the amount of the wager, said cashable credits cashable at the face value and said restricted credits cashable at less than the face value. b) determining the game outcome for the game of chance,
 - c) determining an award corresponding to the game outcome using a pay table that specifies the award for each possible game outcome for the game of chance wherein at least one award is an amount of the restricted credits and d) displaying the game outcome for the game of chance and the determined award corresponding to the game outcome wherein awarded restricted credits are stored on the gaming machine and available for wagers on subsequent games of chance until cashed out; and
 - a display device for displaying the outcome of the game of chance.

2. (Original) The gaming machine of claim 1, wherein the restricted credits are non-cashable.
3. (Original) The gaming machine of claim 1, further comprising an input mechanism designed or configured to receive player credit instruments, and distinguish and store player credit type and amount.
4. (Previously Presented) The gaming machine of claim 1, further comprising an output mechanism designed or configured to store restricted credit winnings information to a cashless instrument.
5. (Previously Presented) The gaming machine of claim 4, wherein said cashless instrument stores the restricted credit in combination with the cashable credit.
6. (Original) The gaming machine of claim 1, wherein said gaming machine is a stand-alone machine.
7. (Previously Presented) The gaming machine of claim 1, wherein said gaming machine is interconnected with other machines via a server in a gaming machine system.
8. (Previously Presented) The gaming machine of claim 1, further comprising at least one of a printer, a ticket acceptor and a card reader connected with said master gaming controller.
9. (Previously Presented) The gaming machine of claim 1, wherein the master gaming controller is further designed or configured to award the wins of restricted credits to a the

player based upon one or more of a percentage of cashable wins, an amount lost, a duration of play, a progressive award, a system-wide bonus, an amount wagered, a winning streak, a losing streak, a host system input and a near miss.

10. (Currently Amended) The gaming machine of claim 1, wherein said gaming machine is further designed or configured to also provide wins of the cashable credits as one of the awards.

11. (Previously Presented) The gaming machine of claim 10, wherein the gaming machine is further designed or configured to pay out different amounts of credit for a given win depending on if paid in said cashable credits or said restricted credits.

12. (Previously Presented) The gaming machine of claim 11, wherein the amounts of credit for the given win are specified in a pay table internal to the machine.

13. (Previously Presented) The gaming machine of claim 11, wherein the amounts of credit for the given win are specified in a host system pay table that is external to the machine.

14. (Currently Amended) The gaming machine of claim 1, wherein said gaming machine is designed or configured to provide wins of only the restricted credits.

15. Cancelled.

16. (Currently Amended) In a gaming machine, a method of awarding wins of restricted credit, comprising:

receiving a wager, comprising an amount of at least one of the restricted credits, cashable credits or combinations thereof, on a game outcome for the game of chance wherein the gaming machine is operable to distinguish between two types of credits, the cashable credits and the restricted credits wherein a face value of the cashable credits and the restricted credits are equal to one another for determining the amount of the wager, said cashable credits cashable at the face value and said restricted credits cashable at less than the face value;

determining the game outcome for the game of chance;

determining an award corresponding to the game outcome using a pay table that specifies the award for each possible game outcome for the game of chance wherein at least one award is an amount of the restricted credits and

displaying the game outcome for the game of chance and the determined award corresponding to the game outcome wherein awarded restricted credits are stored on the gaming machine and available for wagers on subsequent games of chance until cashed out.

17. (Original) The method of claim 16, wherein the restricted credits are non-cashable.

18. (Original) The method of claim 16, wherein the restricted credit winnings are calculated according to a fixed internal pay table.

19. (Original) The method of claim 16, wherein the restricted credit winnings are calculated according to an external pay table.

20. (Previously Presented) The method of claim 16, further comprising awarding wins of restricted credit to a player based upon one or more of a percentage of cashable wins, an amount lost, a duration of play, a progressive award, a system-wide bonus, an amount wagered, a winning streak, a losing streak, a host system input and a near miss.

21. (Currently Amended) The method of claim 19, wherein the external pay table determines the game outcome based on a pay table of at least one of a bonus award, a progressive award, losing streak, player loyalty, duration of play and host system direction.

22. (Currently Amended) The method of 16, further comprising awarding wins of the cashable credits based on the game outcome.

23. (Original) The method of claim 16, wherein said gaming machine is a stand-alone machine.

24. (Currently Amended) The method of claim 16, wherein said gaming machine is interconnected with other machines via a server in a gaming machine system.

25. (Currently Amended) The method of claim 16, wherein the wager comprises the restricted credits.

26. (Original) The method of claim 16, further comprising displaying on the machine available credits by credit type.

27. (Original) The method of claim 26, further comprising displaying on the machine available credits in one or more cash denominations.

28. (Currently Amended) The gaming machine of claim 16, further comprising converting the restricted credits credit winnings to cash at a discount of the face value.

29. (Currently Amended) The gaming machine of claim 16, further comprising converting the restricted credits credit winnings to the cashable credits at a discount of the face value.

30. (Currently Amended) The gaming machine of claim 16, further comprising converting the restricted credits credit winnings to merchandise.

31.-34. (Cancelled)